Harpoon Amiga Loading Instructions and Manual Revisions

System Requirements and Setup

System: Harpoon requires an Amiga 500, 1000, 2000, 2500, or 3000 with at least one Mb of ram, one or two 3.5" disk drives! Or hard drive. Note: Systems with only one Mb of chip RAM (no fastram) will experience some decrease in program speed. This is not unique to Harpoon.

Disks and Disk Drives: Harpoon can be played from floppy disks or installed on a hard drive. Before playing from floppy disks, we recommend making backups of the original disks and storing them in a safe place. You may wish to set aside another formatted disk for your saved games.

Harpoon fully supports Amiga multi-tasking. However, we do not recommend multi-tasking with other programs that require large amounts of memory or execution speed.

Known incompatibility problems: Qmouse can cause a problem with "Set patrol" screen. Selecting patrol destination, then selecting another point, may prevent further selections, effectively locking up the game.

Harpoon is not copy-protected in anyway. This means you may make as many copies of the original disks as needed. However, making additional copies to give away or sell is a Copyright Violation. Please do not abuse our decision to leave Harpoon non-copy protected.

WARNING: This version is solely intended for use on North American NTSC compatible systems only! Any sale of this version outside North America is forbidden. On top of that, it won't work!

Hard Drive Installation

Insert the disk labeled "Disk1" into your floppy drive. After opening up the disk, select the drawer icon labeled "HARPOON". Without letting go of the mouse button, drag it over to the intended hard drive and release the mouse button. The Harpoon drawer and all of the files will be copied over to the hard drive. When all of the files have been copied, insert "Disk2" into the drive. Press the mouse button on the icon "GIUK.dat" and drag it over to the "Harpoon" directory and release the mouse button.

Loading

Floppy drive: To start Harpoon, insert the disk labeled "Disk1" into the internal drive. If you have two floppy drives, insert "Disk2" into the external drive. Turn

on or reset your system and Harpoon will load automatically. From Workbench, open up the Harpoon directory and double-click on the "Harpoon" icon.

When playing from a single or dual drive system, you will be asked to choose the drive/directory for the Battleset disk. If you are playing from a single drive system, remove "Disk1" and insert "Disk2". Double-click on "DFI:" with the mouse or press "C" for "[C]hange directory". Double-click on "GIUK". If you are playing from a dual-drive system, double-click on the drive that you have inserted "Disk2" (usually DF1: or DF2:). Now double-click on "GIUK" with the mouse button. You may alternatively use the up/down, left/right arrow and return keys to make the above selections, except when selecting the device, use the mouse, left/right arrow keys, or "C" to make the selection.

Hard Drive: To start Harpoon, simply double-click on the "Harpoon" icon.

Manual Revisions

Page 47. Using the Menus

Pressing "ESC" will not activate the menus on the Amiga version. All menus are accessed by the mouse or keyboard equivalents.

Page 48. Using Dialogs.

Pressing the "spacebar" will not select an item.

Page 49. Using Scroll Boxes

You may also use the "left/right" arrow keys in addition to the "tab" key to switch between multiple scroll boxes.

Page 50. The Battleset Selection Screen

"[C]hange Dir" has been added to this screen to facilitate changing the battleset path. See explanation of how this works in the previous section on loading from a floppy drive.

Page 53. Scenario Selection

"Auto Formation Air Cover?" should be located in the previous section.

There are now 13 scenarios in GIUK.

Page 54. The Main Screen

Mouse selectable "-" and "+" buttons have been added on the Unit Map Control Bar for time compression.

A button for "16x" zoom has been added to the Group Map Control bar for additional group map detail.

Page 55. Pull-Down Menus

See explanation for page 47 above.

Page 56. The Group Map

See second paragraph for page 54 above.

Page 59,60. Game Menu

This menu has been renamed to "File" menu.

Load Game Alt+L

"[D]rive Selection" has been replaced with "[E]nter Device name". You may alternatively select any of the devices (drives) listed in the left box with the up/down arrow keys. Pressing the "enter", or "left/right" arrow keys will select the device. Double-clicking directly with the mouse button will also select the drive. You may select the directory in the same manner.

Page 61. Attack F1

"Attack" can now function as an "Air Intercept" command of the currently selected enemy group in the Group Map. When an enemy group is selected, "Attack" will change to "Intercept" in the Orders Menu. This command may also be invoked by the Alt-F7 Intercept Command described in more detail on page 89 of the manual.

Page 72. [A]ccept Sector

This is not pertinent to the Amiga version. Originally intended for non-mouse IBM machines.

Page 82. Sound Options Alt+S

Not necessary for this version. Digitized sounds have been added to Harpoon.

Page 86. Misc Menu

Even though Rename Group appears in the manual graphic for this menu, it is not in the IBM version either.

Staff Report Alt+A

This is now ctl+A.

Page 88. Alt-F1 Load Scenarios from the Scenario Editor.

The Scenario Editor is a forth coming separate program (available at additional cost) that will allow you to edit existing BattleSet scenarios or create new ones. Loading a scenario will function in the same way as loading a saved game.

Note: This is not a menu item but will only be accessible by issuing the Alt-Fl command from within the game and not from the Scenario Selection screen.

Alt-F8 Additional Staff Options

This is not implemented on this version.

We have strived to make the explanations here as clear as possible. However if you still have questions about Harpoon, we encourage you contact the Customer Support Line at 409-776-2117 between 9am and 5pm CST, Monday through Friday.

Credits
Amiga Version

Programming: David Ashley

Graphics: Dale Homburg and Jimmie Homburg

Music & Sound FX: Jon Correll and David Ashley

Additional Program & Technical Support: Mike Jones and Becky McGuire

Producer: Jon Correll